



NATIONAL NIGHT OUT

AUGUST 3, 2010

2010 Badge Ball Tournament

Concord Police and Concord Fire Department will be hosting the 2010 Badge Ball (Dodge Ball) Tournament at National Night Out

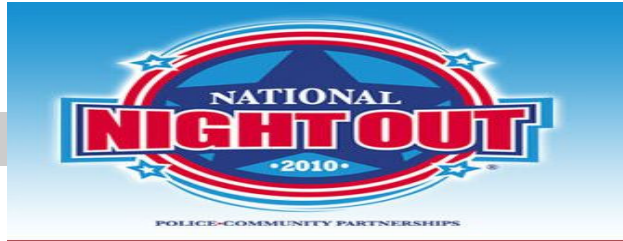
August 3rd 6:00pm to 8:00pm at Rollins Park

Register your team and compete to be the 2010 Badge Ball Champions

- \$100 registers your team of 6-10 people (proceeds go toward the National Night Out event and 2010 Badge Ball Tournament)
 - Trophy and Prizes for winning team and best themed team
 - Five minute elimination-style matches
 - Eight inch rubber coated balls
 - Officials will call the game, under NDA modified rules and regulation (see 2010 Badge Ball Rules)
- Court-side commentary and music by DJ Tim Patoine.

***I fought the law
and ball won!***





2010 Badge Ball Tournament

***Team captains: to register your team call John Thomas at 225-8600 ext. 3752,
Derek Martel 848-6246 or Joe Wright 225-8600 ext 3738.***

Teams must be registered by 7-27-10.

***Please make checks payable to the Concord Police Benevolent Association.
Proceeds will go towards future National Night Out events
and this years 2010 Badge Ball Tournament***

**Thanks to the Capital Region Community Prevention
Coalition for supporting this event. Putting the power to
stop underage drinking in your hands.**



2010 Badge Ball Tournament

Official Rules for the 2010 Badge Ball Tournament:

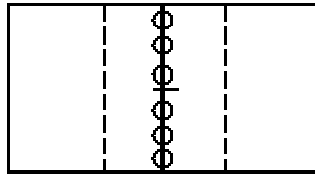
THE TEAM

Teams will be made up of 6-10 players. Six(6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

THE FIELD

The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline.

MEASUREMENTS: 60' x 30' - Badge Ball will be conducted on the enclosed basket ball court at Rollins park.



THE EQUIPMENT

The official ball used in tournament and league play will be (6) six approximately 8.25" rubber-coated balls.

THE GAME

The object of the game is to eliminate all opposing players by getting them out. An out is scored by:

- a. hitting and opposing player with a live thrown ball below the shoulders* If a player ducks or takes a position with their head below where their shoulders would normally be when standing, i.e. crouching, kneeling, sitting, diving, rolling or laying, and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.
- b. catching a live ball thrown by your opponent,
- c. causing an opponent to drop a held ball as a result of contact by a thrown live ball,
- d. an opposing player stepping out of the lined area or over the center line.

Definition of LIVE: A thrown ball that strikes or is caught by an opposing player without/before contacting the ground, another player, a non held ball, official or other object.

- A player may block a thrown ball with a ball being held, provided the holder does not drop the ball to the ground as a result of the contact with the thrown ball. If the ball is dropped then the player who dropped the ball is out.
- A player may drop the ball they have blocked in order to catch a deflected ball. Officials must be sure to recognize the difference between a loose ball and an intentionally dropped ball. A loose or dropped ball contacting a live ball causes it to become dead.
- A live ball deflecting off a held ball and or striking the holder remains live only to the holder. Following the deflection/striking of the holder, a. the holder legally catches the live ball, or b. the live ball becomes dead by contacting the ground, another player, a non-held ball or ball held by another player, official or other object. In a. the thrower is out. In b, the holder is out.
- A live ball deflecting off the body of Player A remains live only to player A. If A legally catches the deflected ball, the thrower is out. Teammates of A may not legally catch the deflected ball. In fact, touching of the deflected ball by another player causes it to become dead.
- Once a player is out, they must drop any balls in hand and exit the playing area immediately.

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

THE OPENING RUSH

Game begins by placing the dodge balls along the center line - three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

Players may cross their own attack line but may not throw any ball from within the 3m center line, attack line area if their feet are touching the ground. They may leap in the air releasing a thrown ball before they touch down in the attack area. Players may be eliminated if struck by opposing team while in the attack area. Players may also catch opposing teams balls while in the attack area eliminating the opposing throwing player.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest.

If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner.

If an equal number of players remain the match turns to sudden death overtime. All six balls are returned to the center line, only remaining players from regulation should be on the court. No substitutions. Players take positions behind their end line and begin on official signal. Same rules apply as in the opening rush with the exception of first team to have a player eliminated loses the match.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams. More details can be found in the NADA Rule Book

RULE ENFORCEMENT

During pool play or regular-season matches, rules will be enforced primarily by the "honor system"*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor*. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. THE COURT MONITOR'S DECISION IS FINAL - NO EXCEPTIONS.

*NOTE: During tournament play, All Semi-Final and Final Round matches will be officiated by no less than three (3) Officials. These officials will rule on all legal hits, out-of-bounds and 5-second violations. If there are any consequences or circumstances that come up during game play that are not covered by these rules the officials will have final say regarding the call in question.

Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.